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Computer Graphics and Applications, IEEE ,Volume: 23 , Issue: 2 , March-April 2003
Pages:14 - 19[\[Abstract\]](#) [\[PDF Full-Text \(446KB\)\]](#) [IEEE JNL](#)**2 Building a digital model of Michelangelo's Florentine Pieta***Bernardini, F.; Rushmeier, H.; Martin, I.M.; Mittleman, J.; Taubin, G.;*
Computer Graphics and Applications, IEEE ,Volume: 22 , Issue: 1 , Jan.-Feb. 2002
Pages:59 - 67[\[Abstract\]](#) [\[PDF Full-Text \(814KB\)\]](#) [IEEE JNL](#)**3 High-quality texture reconstruction from multiple scans***Bernardini, F.; Martin, I.M.; Rushmeier, H.;*
Visualization and Computer Graphics, IEEE Transactions on ,Volume: 7 , Issue: 4 , Oct.-Dec. 2001
Pages:318 - 332[\[Abstract\]](#) [\[PDF Full-Text \(2679KB\)\]](#) [IEEE JNL](#)**4 The ball-pivoting algorithm for surface reconstruction***Bernardini, F.; Mittleman, J.; Rushmeier, H.; Silva, C.; Taubin, G.;*
Visualization and Computer Graphics, IEEE Transactions on ,Volume: 5 , Issue: 4 , Oct.-Dec. 1999
Pages:349 - 359[\[Abstract\]](#) [\[PDF Full-Text \(936KB\)\]](#) [IEEE JNL](#)**5 An efficient VLSI architecture for real-time additive synthesis of musical signals***De Bernardinis, F.; Roncella, R.; Saletti, R.; Terreni, P.; Bertini, G.;*
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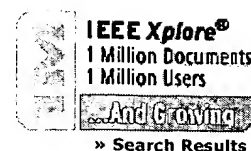
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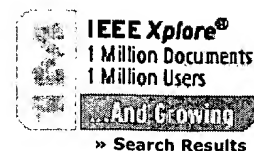
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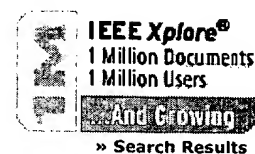
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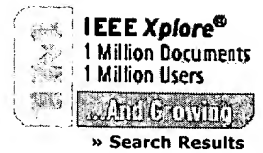
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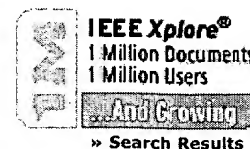
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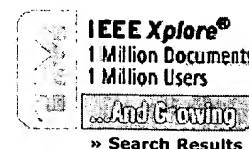
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2 A computer graphics program for navigation by stereovision*Sung, E.; Tan, D.; Phuan, T.L.; Kee, C.W.; Choon, K.K.;*

Industrial Electronics Society, 1990. IECON '90., 16th Annual Conference of IEEE , 27-30 Nov. 1990

Pages:488 - 493 vol.1

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3 Multiple pixel intensity region growing algorithm for surface reconstruction using ECG gated MRI*Agris, J.M.; deFigueiredo, R.;*

Engineering in Medicine and Biology Society, 1989. Images of the Twenty-First Century. Proceedings of the Annual International Conference of the IEEE Engineering in , 9-12 Nov. 1989

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Pulli, K.; Duchamp, T.; Hoppe, H.; McDonald, J.; Shapiro, L.; Stuetzle, W.;

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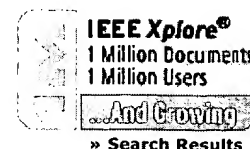
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Pages:293 - 302[\[Abstract\]](#) [\[PDF Full-Text \(675 KB\)\]](#) IEEE CNF**2 An improved /spl alpha/-Shapes algorithm for geometric reconstruction***Bin Shyan Jong; Tsong Wu Lin; Wen Hao Yang; Kun Shyan Jong;*Distributed Computing Systems Workshops, 2002. Proceedings. 22nd International Conference on , 2-5 July 2002
Pages:228 - 232[\[Abstract\]](#) [\[PDF Full-Text \(335 KB\)\]](#) IEEE CNF**3 Modeling shape and topology of 3D images of biological specimens***De-Alarcon, P.A.; Pascual-Montano, A.P.; Gupta, A.; Carazo, J.M.;*Pattern Recognition, 2002. Proceedings. 16th International Conference on , Volume: 1 , 11-15 Aug. 2002
Pages:79 - 82 vol.1[\[Abstract\]](#) [\[PDF Full-Text \(370 KB\)\]](#) IEEE CNF**4 Topological persistence and simplification***Edelsbrunner, H.; Letscher, D.; Zomorodian, A.;*Foundations of Computer Science, 2000. Proceedings. 41st Annual Symposium on , 12-14 Nov. 2000
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Pages:133 - 144[\[Abstract\]](#) [\[PDF Full-Text \(3592 KB\)\]](#) IEEE JNL**6 Surface reconstruction with anisotropic density-scaled alpha shapes***Teichmann, M.; Capps, M.;*

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 to which their normal vector points. Given a **seed triangle** (taken from the queue) a tetrahedron is the tetrahedralization process with the given **seed triangles** each created tetrahedron will more likely
fea1.ansys.com/pub/sowen/imr6/fleischmann97.ps.gz

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 a triangle mesh in a breadth-first order from a **seed triangle**. The vertices of the **seed triangle** form a order from a **seed triangle**. The vertices of the **seed triangle** form a frontier. A frontier is a circular
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 The process is as follows: an initial **seed triangle** is mapped to the plane as is. Then, we order and growing a patch P around the **seed triangle**. At each step, we find the set T of k
www.cs.tau.ac.il/~dcor/online_papers/papers/WarpedTextures.pdf

[Bounded-distortion Piecewise Mesh Parameterization - Sorkine, Cohen-Or.. \(Correct\)](#)
 with bounded local distortion. Starting from a **seed triangle** each patch is "grown" incrementally, from the the mesh surface by growing patches around **seed triangles**, until some termination criterion is reached.
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 . 37 4.4.4 Choice of **Seed Triangle** .
 .37 5 The impact of dierent choices for the **seed triangle** on compression eciency.
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[Compressing Triangulated Irregular Networks - De Floriani, Magillo, Puppo \(1999\) \(Correct\)](#)
 in a shelling order (i.e.radially around a **seed triangle**)it encodes each vertex exactly once, and
www.disi.unige.it/person/PuppoE/PS/geoinfo-00.ps.gz

[Compressing TINs - De Floriani, Magillo, Puppo \(1998\) \(Correct\)](#)
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and often create artifacts in the surface. The **ball pivoting** algorithm of [8] was used in the Pieta
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Shapes [10]the Crust algorithm [1]and the **Ball-Pivoting** algorithm [3]take exactly this approach.
J. Mittleman, H. Rushmeier, and C. Silva. The **BallPivoting** Algorithm for Surface Reconstruction. IEEE
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[COURSE NOTES 8 CASE STUDY: Scanning Michelangelo's Florentine .. - Sunday August Two \(1999\) \(Correct\)](#)
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timing for meshing too long. 5-4 The **Ball-Pivoting** Algorithm Fast surface reconstruction from
See section 4.3 for further details. The **pivoting ball** is in contact with the three vertices of
mesh.caltech.edu/ee148/refs/sg1999courses/08/08.pdf

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component analysis, which is also used in **region growing** and propagation methods such as Lee, Tang
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[Interactive Multiresolution Mesh Editing - Zorin, Schröder, Sweldens \(1997\) \(Correct\) \(67 citations\)](#)
in the entertainment industry. When using **laser range scanners**, for example, individual models are often most hardware rendering ultimately resolves to **triangle** scanconversion even for patches, polygonal 3D with every vertex in the graph (cf. Fig. 6)A **triangle** denotes a face in the graph or the associated graphics.stanford.edu/~dzorin/multires/meshed/sig97.ps.gz

[Surface Reconstruction by Voronoi Filtering - Amenta, Bern \(1998\) \(Correct\) \(18 citations\)](#)
is designed for data samples collected by a **laser range scanner**. This algorithm sums anisotropically The algorithm uses Voronoi vertices to remove **triangles** from the Delaunay triangulation. We prove the of the Voronoi ver tices to remove Delaunay **triangles**. The algorithm picks only two Voronoi net.cs.utexas.edu/users/amenta/pubs/3dcrust.ps.gz

[The Ball-Pivoting Algorithm for Surface Reconstruction - Bernardini, Mittleman.. \(1999\) \(Correct\) \(17 citations\)](#)
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[A Simple Algorithm for Homeomorphic Surface Reconstruction - Amenta, Choi, Dey, Leekha \(2000\) \(Correct\) \(7 citations\)](#)
points. The point set can be generated by a **laser range scanner**, manually with a contact probe digitizer, following structural theorem. Let T be a set of **triangles** satisfying three conditions, namely, I. T three conditions, namely, I. T contains all **triangles** whose dual Voronoi edges intersect S, II. each www.cs.utexas.edu/users/amenta/pubs/simple.ps.gz

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part might be scannedwith a device like the **laser range scanner**, or points might be measured on its [42, 17, 18, 48, 34, 47, 20]The reconstructed **triangle** mesh can be used as a starting point for a value of the parameter #contains only edges, **triangles** and tetrahedra that connect points that are www.ticam.utexas.edu/CCV/papers/surfalg.pdf

[Reconstructing Textured CAD Model of Urban Environment Using.. - Zhao, Shibasaki \(2001\) \(Correct\) \(3 citations\)](#)
of Urban Environment Using Vehicle-Borne **Laser Range Scanners** and Line Cameras,in Second Int. Workshop shiba.iis.u-tokyo.ac.jp/pub/publ/././member/current/zhao/homepage/icvs2001.pdf

[A Triangulation-Based Object Reconstruction Method - Bernardini, Bajaj, Chen.. \(1997\) \(Correct\) \(2 citations\)](#)
by recent scanning devices (such as the **laser range scanner**) is dense, in the sense that the the following three phases: 1. Build an initial **triangle** mesh that interpolates all data points, areas of insufficient sam pling. The resulting **triangle** mesh can be used to estimate nor mals at smooth king.ticam.utexas.edu/CCV/papers/four-page.ps.gz

[Multiresolution Model Compression Using 3-D Wavelets - Rein-Lien Hsu And \(Correct\)](#)
eciency. Computerized Tomography **Laser Range Scanner** Mechanical Touch Probes 3-D Scanning approximates these surfaces by a large number of **triangles**, each of which contains 2 Multiresolution of vertex positions and facet properties of 3-D **triangle** data. Taubin [29] proposed the topological ftp.cse.msu.edu/pub/prip/vincent/MSUTechReport/mmc.ps.gz

[Extraction of Feature Lines on Triangulated Surfaces.. - Rössl, Kobbelt, Seidel \(Correct\)](#)
be used to clas sify surfaces sampled by a **laser range scanner**. But not only recognition of resp. the froessl,kobbelt,hpseidelg@mpisb.mpg.de Abstract **Triangle** meshes are a popular representation of surfaces

We are using discrete curvature analysis on **triangle** meshes to obtain curvature values in every
www.mpi-sb.mpg.de/~kobbelt/papers/morpho.ps.gz

Automatic Reconstruction of 3D CAD Models from Digital.. - Bernardini, Bajaj, Chen, .. (Correct)
data acquisition devices, such as the **laser range scanner**, has made it relatively simple to acquire
are based on touch probes, optical or **range laser scanners**, and acoustic or magnetic sensors. Touch
is based on alpha shapes to compute an initial **triangle** mesh approximating the object's surface. A mesh
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SPIN Learning and Forgetting Surface Classifications.. - Keuchel, von.. (1993) (Correct)
SPIN Learning **and** Forgetting Surface Classifications with Dynamic
[ftp.uni-kl.de/reports_uni-kl/computer_science/mobile_robots/1993/papers/Zimmer.learning_surfaces.ps.Z](ftp://ftp.uni-kl.de/reports_uni-kl/computer_science/mobile_robots/1993/papers/Zimmer.learning_surfaces.ps.Z)

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Shachar Fleishman , Daniel Cohen-Or , Marc Alexa , Cláudio T. Silva
ACM Transactions on Graphics (TOG) October 2003
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Progressive point set surfaces (PPSS) are a multilevel point-based surface representation. They combine the usability of multilevel scalar displacement maps (e.g., compression, filtering, geometric modeling) with the generality of point-based surface representations (i.e., no fixed homology group or continuity class). The multiscale nature of PPSS fosters the idea of *point-based modeling*. The basic building block for the construction of PPSS is a projection operator, which maps points in ...
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Session P3: filtering and sampling: Undersampling and oversampling in sample based shape modeling
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Tamal K. Dey , Joachim Giesen , Samrat Goswami , James Hudson , Rephael Wenger , Wulue Zhao
Proceedings of the conference on Visualization '01 October 2001

Shape modeling is an integral part of many visualization problems. Recent advances in scanning technology and a number of surface reconstruction algorithms have opened up a new paradigm for modeling shapes from samples. Many of the problems currently faced in this modeling paradigm can be traced back to two anomalies in sampling, namely *undersampling* and *oversampling*. Boundaries, non-smoothness and small features create undersampling problems, whereas oversampling leads to too many ...
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Surface reconstruction from unorganized sample points is an important problem in computer graphics, computer aided design, medical imaging and solid modeling. Recently a few algorithms have been developed that have theoretical guarantee of computing a topologically correct and geometrically close surface under certain condition on sampling density. Unfortunately, this sampling condition is not always met in practice due to noise, non-smoothness or simply due to inadequate sampling. This leads to ...
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3D scanners developed over the past several decades have facilitated the reconstruction of complicated engineering parts. Typically the boundary representation of a part is reconstructed from its scanned cloud of points. This approach, however, is still limited and cannot be applied to a family of objects such as thin parts. Recently, new 3D scanning devices have been developed. These devices capture additional information, such as normals and texture, as well as conventional information, includ ...
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Session P4: simplification: A memory insensitive technique for large model simplification
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Proceedings of the conference on Visualization '01 October 2001

In this paper we propose three simple, but significant improvements to the OoCS (Out-of-Core Simplification) algorithm of Lindstrom [20] which increase the quality of approximations and extend the applicability of the algorithm to an even larger class of compute systems. The original OoCS algorithm has memory complexity that depends on the size of the output mesh, but no dependency on the size of the input mesh. That is, it can be used to simplify meshes of arbitrarily large size, but the complex ...
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 Jeremy Rowe , Anshuman Razdan , Arley Simon
Proceedings of the third ACM/IEEE-CS joint conference on Digital libraries May 2003

The increasing power of techniques to model complex geometry and extract meaning from 3D information create complex data that must be described, stored, and displayed to be useful to researchers. Responding to the limitations of two-dimensional (2D) data representations perceived by discipline scientists, the Partnership for Research in Spatial Modeling (PRISM) project at Arizona State University (ASU) developed modeling and analytic tools that raise the level of abstraction and add semantic val ...


7 Reverse Engineering: A linear bound on the complexity of the delaunay triangulation of points on polyhedral surfaces 80%

 Dominique Attali , Jean-Daniel Boissonnat

Proceedings of the seventh ACM symposium on Solid modeling and applications June 2002

Delaunay triangulations and Voronoi diagrams have found numerous applications in surface modeling, surface mesh generation, deformable surface modeling and surface reconstruction. Many algorithms in these applications begin by constructing the three-dimensional Delaunay triangulation of a finite set of points scattered over a surface. Their running-time therefore depends on the complexity of the Delaunay triangulation of such point sets. Although the complexity of the Delaunay triangulation of p ...

8 Smooth-surface reconstruction in near-linear time 80%

 Stefan Funke , Edgar A. Ramos

Proceedings of the thirteenth annual ACM-SIAM symposium on Discrete algorithms January 2002

A surface reconstruction algorithm takes as input a set of sample points from an unknown closed and smooth surface in 3-d space, and produces a piece-wise linear approximation of the surface that contains the sample points. Recently, several algorithms with a correctness guarantee have been proposed. They have unfortunately a worst-case running time that is quadratic in the size of the input because they are based on the construction of 3-d Voronoi diagrams or Delaunay tetrahedrizations which ca ...

9 The power crust 80%


 Nina Amenta , Sunghee Choi , Ravi Krishna Kolluri

Proceedings of the sixth ACM symposium on Solid modeling and applications May 2001

The *power crust* is a construction which takes a sample of points from the surface of a three-dimensional object and produces a surface mesh and an approximate medial axis. The approach is to first approximate the medial axis transform (MAT) of the object. We then use an inverse transform to produce the surface representation from the MAT.

This idea leads to a simple algorithm with theoretical guarantees comparable to those of other surface reconstruction and medial axis approxi ...


10 Out-of-core simplification of large polygonal models 80%

 Peter Lindstrom

Proceedings of the 27th annual conference on Computer graphics and interactive techniques July 2000

We present an algorithm for out-of-core simplification of large polygonal datasets that are too complex to fit in main memory. The algorithm extends the vertex clustering scheme of Rossignac and Borrel [13] by using error quadric information for the placement of each cluster's representative vertex, which better preserves fine details and results in a low mean geometric error. The use of quadrics instead of the vertex grading approach in [13] has the additional benefits of ...


11 Session P1: point-based rendering and modeling: Point set surfaces 77%

 Marc Alexa , Johannes Behr , Daniel Cohen-Or , Shachar Fleishman , David Levin , Claudio T. Silva

Proceedings of the conference on Visualization '01 October 2001

We advocate the use of point sets to represent shapes. We provide a definition of a smooth manifold surface from a set of points close to the original surface. The definition is based on local maps from differential geometry, which are approximated by the method of moving least squares (MLS). We present tools to increase or decrease the density of the points, thus, allowing an adjustment of the spacing among the points to control the fidelity of the representation. To display the point set surfac ...


12 Session 8: Approximating and intersecting surfaces from points 77%

 Anders Adamson , Marc Alexa

Proceedings of the Eurographics/ACM SIGGRAPH symposium on Geometry processing June 2003

Point sets become an increasingly popular shape representation. Most shape processing and rendering tasks require the approximation of a continuous surface from the point data. We present a surface approximation that is motivated by an efficient iterative ray intersection computation. On each point on a ray, a local normal direction is estimated as the direction of smallest weighted co-variances of the points. The normal direction is used to build a local polynomial approximation to the surface, ...

13 Session 4: Statistical point geometry 77%


 Aravind Kalaiah , Amitabh Varshney

Proceedings of the Eurographics/ACM SIGGRAPH symposium on Geometry processing June 2003

We propose a scheme for modeling point sample geometry with statistical analysis. In our scheme we depart from the current schemes that deterministically represent the attributes of each point sample. We show how the statistical analysis of a densely sampled point model can be used to improve the geometry bandwidth bottleneck and to do randomized rendering without sacrificing visual realism. We first carry out a hierarchical principal component analysis (PCA) of the model. This stage partitions ...

14 The Delaunay tetrahedralization from Delaunay triangulated surfaces

77%

 Sunghee Choi**Proceedings of the eighteenth annual symposium on Computational geometry** June 2002

Given a surface mesh F in R^3 with vertex set S and consisting of Delaunay triangles, we want to construct the Delaunay tetrahedralization of S . We present an algorithm which constructs the Delaunay tetrahedralization of S given a bounded degree spanning subgraph T of F . It accelerates the incremental Delaunay triangulation construction by exploiting the connectivity of the points on the surface. If the expected size of the Delaunay tria ...

15 Surfaces and photorealism: Delaunay based shape reconstruction from large data

77%

 Tamal K. Dey , Joachim Giesen , James Hudson**Proceedings of the IEEE 2001 symposium on parallel and large-data visualization and graphics** October 2001

Surface reconstruction provides a powerful paradigm for modeling shapes from samples. For point cloud data with only geometric coordinates as input, Delaunay based surface reconstruction algorithms have been shown to be quite effective both in theory and practice. However, a major complaint against Delaunay based methods is that they are slow and cannot handle large data. We extend the COCONE algorithm to handle supsize data. This is the first reported Delaunay based surface reconstru ...

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Greg Turk , Marc Levoy
Proceedings of the 21st annual conference on Computer graphics and interactive techniques July 1994

Range imaging offers an inexpensive and accurate means for digitizing the shape of three-dimensional objects. Because most objects self occlude, no single range image suffices to describe the entire object. We present a method for combining a collection of range images into a single polygonal mesh that completely describes an object to the extent that it is visible from the outside. The steps in our method are:

1) align the meshes with each other using a modified iterated closest- ...
- 2 From range scans to 3D models
80%

Brian Curless
ACM SIGGRAPH Computer Graphics November 1999
 Volume 33 Issue 4

Each year, we see a growing number of 3D range scanning products on the SIGGRAPH exhibition floor. You may find yourself asking "how do these technologies work?" and "how can I make use of the shape data they produce?" In this article, I will describe a few of the more common range scanning technologies. Then, I will step through a pipeline that takes the range data into a single geometric model and will conclude with a discussion of the future of range scanning.
- 3 Efficient co-triangulation of large data sets
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Henrik Weimer , Joe Warren , Jane Troutner , Wendell Wiggins , John Shrout
Proceedings of the conference on Visualization '98 October 1998
- 4 Three-dimensional distance field metamorphosis
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Daniel Cohen-Or , Amira Solomovic , David Levin
ACM Transactions on Graphics (TOG) April 1998
 Volume 17 Issue 2

Given two or more objects of general topology, intermediate objects are constructed by a distance field metamorphosis. In the presented method the interpolation of the distance field is guided by a warp function controlled by a set of corresponding anchor points. Some rules for defining a smooth least-distorting warp function are given. To reduce the distortion of the intermediate shapes, the warp function is decomposed into a rigid rotational part and an elastic part. The distance field in ...
- 5 A volumetric method for building complex models from range images
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Brian Curless , Marc Levoy
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 Bruce Walter , Philip M. Hubbard , Peter Shirley , Donald P. Greenberg
ACM Transactions on Graphics (TOG) July 1997
Volume 16 Issue 3
This article presents the density estimation framework for generating view-independent global illumination solutions. It works by probabilistically simulating the light flow in an environment with light particles that trace random walks origination at luminaires and then using statistical density estimation techniques to reconstruct the lighting on each surface. By splitting the computation into separate transport and reconstruction stages, we gain many advantages including reduced memory u ...
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


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 Farshid Arman , J. K. Aggarwal
ACM Computing Surveys (CSUR) March 1993
 Volume 25 Issue 1
 The goal in computer vision systems is to analyze data collected from the environment and derive an interpretation to complete a specified task. Vision system tasks may be divided into data acquisition, low-level processing, representation, model construction, and matching subtasks. This paper presents a comprehensive survey of model-based vision systems using dense-range images. A comprehensive survey of the recent publications in each subtask pertaining to dense-range image object recogni ...
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Proceedings of the first symposium on Virtual reality modeling language January 1995
- 15** 3D painting on scanned surfaces 77%
 Maneesh Agrawala , Andrew C. Beers , Marc Levoy
Proceedings of the 1995 symposium on Interactive 3D graphics April 1995
We present an intuitive interface for painting on unparameterized three-dimensional polygon meshes using a 6D Polhemus space tracker as an input device. Given a physical object we first acquire its surface geometry using a Cyberware scanner. We then treat the sensor of the space tracker as a paintbrush. As we move the sensor over the surface of the physical object we color the corresponding locations on the scanned mesh. The physical object provides a natural force-feedback guide for painti ...

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